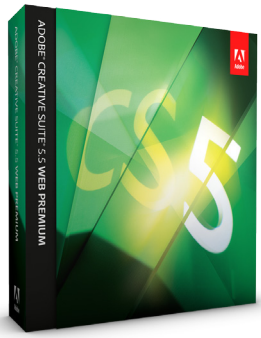
Adobe® Creative Suite® 5.5 Web Premium

Redefine the extraordinary in web design and development



Adobe Creative Suite 5.5 Web Premium combines:

- Adobe Dreamweaver® CS5.5
- Adobe Flash® Catalyst® CS5.5
- Adobe Flash Professional CS5.5
- Adobe Flash Builder™ 4.5 Premium Edition
- Adobe Photoshop® CS5 Extended
- Adobe Illustrator® CS5
- Adobe Acrobat® X Pro
- Adobe Fireworks® CS5
- Adobe Contribute® CS5

Additional components:

- Adobe Bridge CS5
- Adobe Device Central CS5.5

Integrates with Adobe CS Live online services.*†

Subscription option

Get the same product with low monthly payments. Visit *www.adobe.com/cssubscription* to learn more.

Learn about the newest features of CS Live online services,*† which are complimentary until April 12, 2012. Visit *www.adobe.com/go/cslive* for details.

Create and deliver standards-based websites and immersive digital experiences across desktops, smartphones, tablets, and televisions with Adobe Creative Suite 5.5 Web Premium software. Author content with HTML5, CSS3, and the JQuery mobile framework, and target multiple platforms including Android™ operating systems, iOS, and Adobe AIR®.

Creative Suite 5.5 Web Premium enables web designers, web application developers, and interactive designers to create applications and content with HTML5, CSS3, ActionScript®, and Flex®, and to reach the widest audience across desktops, tablets, smartphones, and Internet-enabled televisions. With Adobe Dreamweaver, Flash Professional, and Flash Builder Premium Edition for development, and Adobe Photoshop Extended, Illustrator, Fireworks, and Flash Catalyst for design, CS5.5 Web Premium features industry-leading authoring tools.

CS5.5 Web Premium is more than a collection of component applications—it's a cohesive solution that offers enhanced productivity and workflow benefits. Powerful integration enables you to easily move content from design to development and through delivery, all while preserving design fidelity and creative intent.

With Adobe Creative Suite 5.5 Web Premium, you can:

Manage content for different screen sizes. Use industry-leading tools to simplify the creation of web and mobile experiences for display across screens of all sizes. Optimize your projects by thinking about mobile first. Develop websites and applications with efficient tools in Dreamweaver and Flash Professional.

Develop apps for virtually any mobile device. Extend your reach, and create rich applications for multiple platforms, including Android, iOS, BlackBerry, and Adobe AIR. Create compelling, rich content for desktops, smartphones, tablets, and televisions.

Ensure design integrity across the entire web. Integrate with Adobe CS Live online services*† to test your designs across multiple browsers and operating systems. Use the BrowserLab panel in Dreamweaver to quickly and accurately test public and local web content.

Who uses Web Premium?

Web designers use CS5.5 Web Premium to design standards-based websites and create expressive interactive content across a variety of devices. With the help of an enhanced multiscreen preview panel and support for HTML5, CSS3, and the jQuery mobile framework in Dreamweaver, and shared library assets in Flash Professional, they design, redesign, and maintain websites. They also benefit from integration with Adobe BrowserLab, a CS Live online service,*† to get fast and accurate browser compatibility testing.

Web application developers use CS5.5 Web Premium to help save time and reduce the number of required steps when incorporating data, integrating with other systems, and ultimately in deployment. They benefit from integration with Adobe BrowserLab*† to get fast and accurate browser compatibility testing. With enhanced integration between Flash Builder Premium Edition, and both Flash Professional and Flash Catalyst, they provide data connectivity for websites and build cross-platform rich Internet applications for delivery virtually anywhere.

Top benefits

- Enhanced Multiscreen Preview panel in Dreamweaver (Page 2)
- Robust jQuery support in Dreamweaver (Page 2)
- Expanded platform and device support in Flash Professional (Page 3)
- Efficient workflows for multi-target content (Page 3)
- Mobile application development with Flash Builder 4.5 Premium Edition (Page 4)
- Full designer-developer workflow with Flash Catalyst CS5.5 and Flash Builder 4.5 Premium Edition (Page 4)
- HTML5 emulation and debugging in Adobe Device Central (Page 5)

Interactive designers use CS5.5 Web Premium to create interactive content with expressive motion. With new pinning support for inverse kinematics in Flash Professional and the ability to create resizable applications and components in Flash Catalyst, they create free-form and immersive interactive web content and experiences.

Top new benefits of Adobe Creative Suite CS5.5 Web Premium

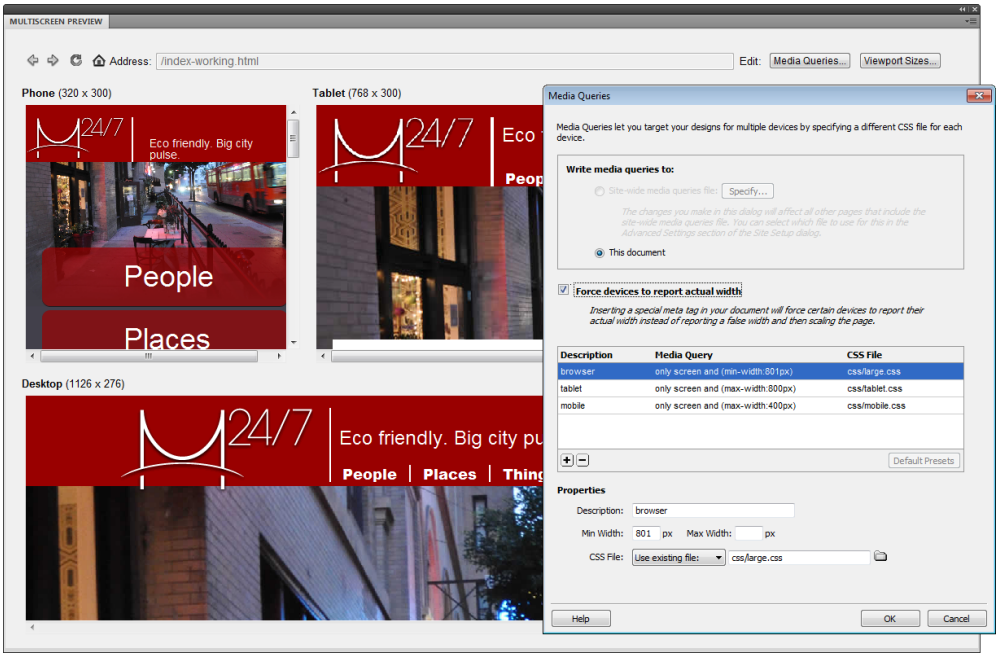
Enhanced Multiscreen Preview panel in Dreamweaver

View website designs as they would appear across desktops, tablets, and smartphones of different sizes and resolutions, all within a single, easy-to-use panel in Dreamweaver CS5.5. In addition, handle custom media queries and efficiently manage multiple CSS files.

With enhancements to the Multiscreen Preview panel in Dreamweaver CS5.5, you can view three different screen sizes at the same time in Live View. This new functionality allows you to quickly and easily preview your designs for smartphones, tablets, and desktops. You can also preview custom screen sizes and custom styles for each device.

The Multiscreen Preview panel also helps you create CSS media queries and display separate style sheets for each device. As you change the size of the screen in Design View, the corresponding media query is applied, which allows you to switch between styles in real time. Simply resize Design View to yet another size, and then design for that device.

The new Media Queries dialog box provides a robust method for generating and applying any number of media queries to your page or to a site-wide media query file.



In the Media Queries dialog box, you can attach or create CSS files for different screen sizes.

Robust jQuery support in Dreamweaver

Coding just became more powerful with integrated jQuery code hinting and starter layouts for many different types of mobile devices and mobile projects in Dreamweaver CS5.5. jQuery— an industry-leading JavaScript framework—makes it easier than ever to build robust user interfaces for mobile projects. Web designers will appreciate how quickly they can add interactivity to web pages, and developers will appreciate how much coding time they can save in Dreamweaver CS5.5 when using the framework.

Integration with BrowserLab

Improve the accuracy and integrity of your designs across browsers and operating systems. Activate links so that you can click through previews, and save time by not having to copy and paste or type individual URLs. Easily access pages you've recently tested in BrowserLab's URL history, and integrate with the Firebug Firefox extension.

Expanded platform and device support in Flash Professional

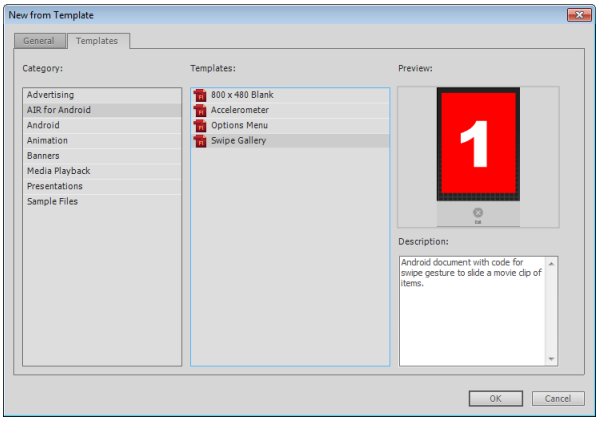
Flash Professional CS5.5 makes it easier to reach audiences on the latest Adobe Flash Platform runtimes, including Flash Player 10.2 and Adobe AIR 2.6.

Deliver to smartphones. Deliver content that plays back on millions of devices worldwide, and reach audiences on devices that run and Android 2.2 and above. Use Adobe AIR for iOS Support, included with Flash Professional CS5.5, to compile ActionScript bytecode into native iPhone application code, which can be distributed via the iTunes store.*

Deliver to tablets. Produce immersive content optimized for tablet devices. Take advantage of touch input and gesture-based actions that enhance the user experience.

Deliver to Internet-enabled televisions. Extend the reach of your content into consumers' Internet-connected living rooms, with immersive experiences and applications that run on Adobe AIR for the Digital Home.

Deliver to desktop computers. Take advantage of the ubiquity of Adobe Flash Player within browsers, and extend beyond the browser with Adobe AIR. Your content displays with a consistent look and feel across operating systems and browsers.

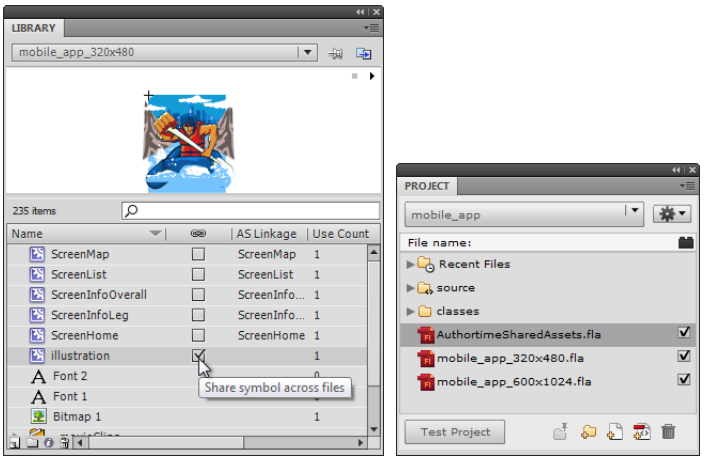


New templates, including those for AIR for Android, are available from the New From Template dialog box in Flash Professional.

Efficient workflows for multi-target content

Simplify the creation and management of multiple FLA files that are created for a single project, but that target multiple devices. Share code and assets across documents and device targets to efficiently create, test, package, and deploy content for a wide range of screens and devices. For example, symbols modified in one document update across other documents.

The Project dialog box has been enhanced to include a Default Document section, which allows you to specify a document name, target player, and ActionScript version.



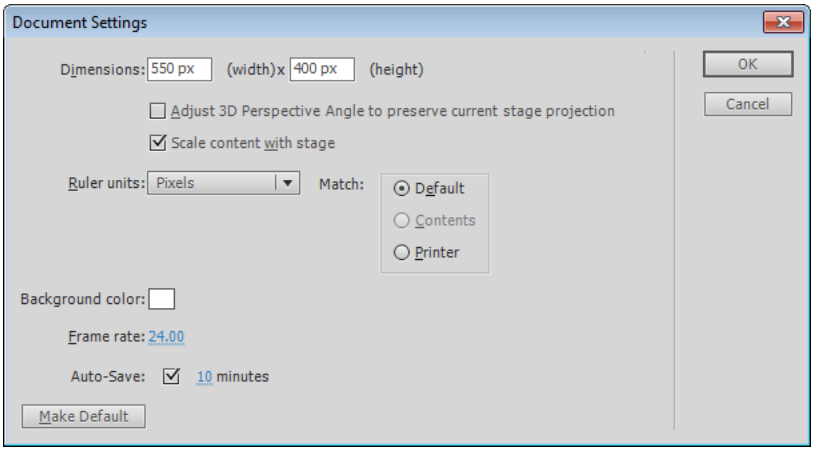
With Flash Professional CS5.5, you can share assets from your library across files. The Project panel also makes it easier to manage multiple files that belong to the same project.

*Subject to Apple's current requirements and approval.

Content scaling when resizing stage

One of the most time-consuming aspects of designing content optimized for various screen sizes is scaling that content to fit to every size. Designers spend much of their time adjusting a single design to work at multiple sizes.

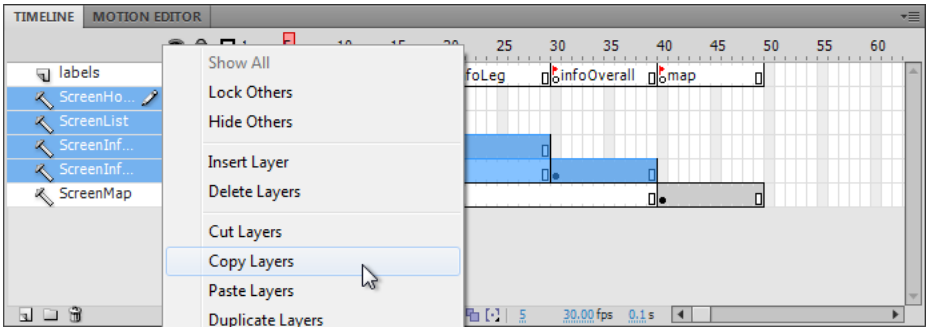
With Flash Professional CS5.5, you can choose to scale the contents of your file when you change the size of the stage. Everything on the stage, including symbols and motion paths across all scenes, are scaled. There are also controls for limiting scaling to unlocked or visible layers.



By selecting the Scale Content With Stage option, you can easily resize artwork and timeline data to work at different sizes.

Enhanced layer control

Flash Professional CS5.5 gives you more control over the contents of your document with the ability to do even more with layers. Copy and paste layers—including ones with motion and inverse kinematics armatures—to a different timeline or even to a different FLA document. You can also cut or duplicate layers, and even copy and paste folders.



Copying layers between documents makes it easy to move content between different files in the same project.

Mobile application development with Flash Builder 4.5 Premium Edition

Build standalone applications targeted at multiple platforms using the new mobile support for ActionScript and Flex projects in Adobe Flash Builder 4.5 Premium Edition. Leverage mobile-ready components optimized for performance and touch input.

Full designer-developer workflow with Flash Catalyst CS5.5 and Flash Builder 4.5 Premium Edition

Flash Catalyst CS5.5 and Flash Builder 4.5 introduce a full collaborative design-developer workflow, allowing you and your developer to pass FXP files back and forth.

With Flash Catalyst CS5 and Flash Builder 4, Adobe enabled a workflow that allowed designers to provide native Flex Project (FXP) files to developers, who could then open and continue to work with those files. Now, with Flash Catalyst CS5.5 and Flash Builder 4.5, Adobe expands this concept and delivers a powerful new workflow that lets designers work in parallel with developers, on the same project.

Extend your desktop workflow

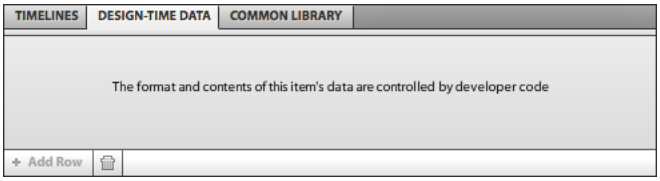
A recent update to Adobe Photoshop CS5 and Photoshop CS5 Extended software opens the door for communication via wifi between this industry-leading digital imaging software and apps on popular device platforms like Android, BlackBerry, and iOS.‡ To learn more about the first apps to take advantage of this new connectivity, visit *www.photoshop.com/products/mobile*.

For example, you can begin by creating a wireframe in Flash Catalyst CS5.5. Add interactions, transitions, and constraints, and then hand the file off to a developer. In Flash Builder 4.5, the developer can add logic and create connections to data sources, and then return the file to you. You can then open the file in Flash Catalyst CS5.5 to add final artwork and skin the application.

A protected workflow

When you open files that were created or modified by a developer in Flash Builder, there is the risk that you may compromise the work done by the developer. For example, if a developer adds ActionScript that references a component, and you remove that component, the file will produce errors, or it won't run as expected. To prevent potential issues, Flash Catalyst CS5.5 helps prevent you from deleting or modifying components, if doing so will result in broken code.

In addition, you may open a file that contains a data list that a developer has already linked to a data source. You can still skin the component within Flash Catalyst CS5.5; however, the Design-Time Data panel is disabled for that component, thus protecting the integrity of the code. The data displayed in the component when you test it will be live data.


TIMELINES
DESIGN-TIME DATA
COMMON LIBRARY
The format and contents of this item's data are controlled by developer code
Add Row

When you select a data list component that was created by a developer, a message in the Design-Time Data panel informs you that the data cannot be edited in Flash Catalyst.

HTML5 emulation and debugging in Adobe Device Central

Simplify the production of innovative and compelling content for mobile phones and consumer electronic devices with Adobe Device Central CS5.5. Save time by automating testing and simulating accelerometer, geolocation, multitouch device inputs, and network performance of mobile content across a dynamically updated library of device profiles. Now with support for WebKit, HTML5, and the latest versions of Adobe Flash Player, Adobe Device Central CS5.5 helps creative professionals and developers deliver engaging experiences to millions of mobile subscribers and consumers of content on many other devices.

Use Adobe Device Central CS5.5 to emulate HTML5 content on supported devices, and take advantage of the latest version of WebKit to profile media queries, video, canvas, and SVG. Enable/disable JavaScript and get accurately sized previews.

Still using Creative Suite 4 Web Premium?

If you're still using Creative Suite 4 Web Premium, upgrading to CS5.5 Web Premium also gives you the chance to catch up on all the great features added in CS5 Web Premium. These include tighter tool integration, cutting-edge creative and development features, and workflow enhancements that accelerate turnaround times. Upgrading to CS5.5 Web Premium also gives you:

- **Integrated CMS support in Dreamweaver.** Build dynamic sites with authoring and testing support for content management systems like WordPress, Joomla!, and Drupal. Dynamically Related Files provides direct access to a page's related files, even for dynamic pages, and Live View Navigation offers more accurate previews of dynamic applications.
- **CSS inspection in Dreamweaver.** Visually display the CSS box model in detail without reading code or requiring separate utilities. Hover your cursor over block-level elements in Live View to see their cascade and context instead of using the Tag Selector.
- **Easy 3D extrusions with Adobe Repoussé.** Quickly create stunning 3D artwork and apply rich material textures with Photoshop CS5 Extended. Take your designs even further by leveraging the Adobe 3D Forge engine for advanced editing of your 3D models.

‡ Photoshop CS5 or Photoshop CS5 Extended (version 12.0.4 or later) and wireless Internet connection required. Mobile and tablet applications require a separate download and agreement to additional terms. Such applications may not be available in all countries or languages and may be subject to change or discontinuation without notice. Additional fees or subscription charges may apply.

- **Approachable interaction design with Flash Catalyst.** Transform static Photoshop, Illustrator, and Fireworks artwork into interactive content with functional buttons, scroll bars, and more, without writing code. Roundtrip artwork and perform edits in Photoshop or Illustrator at any time while preserving structure and interactivity.
- **Crisp graphics for web and mobile devices.** Deliver clean, sharp, pixel-aligned raster artwork with enhanced anti-aliasing features in Illustrator CS5. Avoid fuzzy graphics by automatically aligning artwork to the pixel grid, and control the appearance of individual text objects.
- **New text engine in Flash Professional.** Create print-quality typography via the new Text Layout Framework in Flash Professional CS5. Work with columns and bidirectional text, and maintain layout and formatting with greater fidelity when importing from other Adobe products.
- **XML-based FLA source files in Flash Professional.** Manage and modify projects using source control systems, and collaborate on files more easily. An XML-based nonbinary implementation of the FLA format allows projects and associated assets to function as items in a directory or folder.
- **Enhanced ActionScript editor in Flash Professional.** Increase development speed with an improved ActionScript editor, including custom class code hinting and code completion. Use Adobe Flash Builder as your primary ActionScript editor for Flash Professional projects.

Still using Creative Suite 3 Web Premium?

If you're still using Creative Suite 3 Web Premium, upgrading to CS5.5 Web Premium also gives you the chance to catch up on all the great features added in CS4 Web Premium. These include tighter tool integration, advanced creative and development features, and workflow enhancements that accelerate turnaround times. Upgrading to CS5.5 Web Premium also gives you:

- **Smart Objects in Dreamweaver.** Insert an Adobe Photoshop PSD document in Dreamweaver to create an image Smart Object tightly linked to the source file. Make changes to the source image and update your image in Dreamweaver without opening Photoshop.
- **Live View in Dreamweaver.** Design your web pages under real-world browser conditions with Live View in Dreamweaver—while still retaining direct access to the code. Changes to the code are instantly reflected in the rendered display.
- **Content-Aware Scaling in Photoshop.** Use the revolutionary Content-Aware Scaling feature to automatically recompose an image as you resize it, smartly preserving vital areas as the image adapts to the new dimensions. Get the perfect image in one step without time-intensive cropping and retouching.
- **Object-based animation in Flash Professional.** Gain complete control over individual animation attributes with object-based animation, which applies tweens directly to objects instead of to keyframes. Easily make changes to motion with Bezier handles.

About Adobe Systems Incorporated

Adobe is the world's leading provider of software solutions to create, manage, and deliver high-impact, reliable digital content. For more information, visit *www.adobe.com*.

System requirements

Windows

- Intel® Pentium® 4 or AMD Athlon® 64 processor
- Microsoft® Windows® XP with Service Pack 3; Windows Vista® Home Premium, Business, Ultimate, or Enterprise with Service Pack 1 (Service Pack 2 recommended); or Windows 7
- 1GB of RAM or more recommended
- 9.1GB of available hard-disk space for installation; additional free space required during installation (cannot install on removable flash storage devices)
- 1280x800 display (1280x1024 recommended) with qualified hardware-accelerated OpenGL graphics card, 16-bit color, and 256MB of VRAM
- Some GPU-accelerated features require graphics support for Shader Model 3.0 and OpenGL 2.0
- Some features in Adobe Bridge rely on a DirectX 9–capable graphics card with at least 64MB of VRAM
- DVD-ROM drive compatible with dual-layer DVDs
- Java™ Runtime Environment 1.6 (included)
- Eclipse™ 3.6 required for plug-in installation
- QuickTime 7.6.2 software required for multimedia features
- Adobe Flash® Player 10 software required to export SWF files
- Broadband Internet connection required for online services and to validate Subscription Edition (if applicable) on an ongoing basis*†

Mac OS

- Multicore Intel® processor
- Mac OS X v10.5.8 or v10.6; Mac OS X v10.6 required for Adobe Flash® Builder™ 4.5 Premium and Flash Builder integration with Flash Catalyst and Flash Professional
- 1GB of RAM or more recommended
- 11.2GB of available hard-disk space for installation; additional free space required during installation (cannot install on a volume that uses a case-sensitive file system or on removable flash storage devices)
- 1280x800 display (1280x1024 recommended) with qualified hardware-accelerated OpenGL graphics card, 16-bit color, and 256MB of VRAM
- Some GPU-accelerated features require graphics support for Shader Model 3.0 and OpenGL 2.0
- DVD-ROM drive compatible with dual-layer DVDs
- Java™ Runtime Environment 1.6
- Eclipse™ 3.6 Cocoa version required for plug-in installation
- QuickTime 7.6.2 software required for multimedia features
- Adobe Flash Player 10 software required to export SWF files
- Broadband Internet connection required for online services and to validate Subscription Edition (if applicable) on an ongoing basis*†

For updates to system requirements, visit *www.adobe.com/go/webpremium_systemreqs*.

Expected ship date

Second quarter 2011

For more information

Product details:
www.adobe.com/creativesuite

*CS Live online services are complimentary until April 12, 2012. See *www.adobe.com/go/CSLive* for details.

†Adobe online services, including Adobe CS Live Services, are available only to users 13 and older and require agreement to additional terms and Adobe's online privacy policy (available at *www.adobe.com/go/terms*). Online services are not available in all countries or languages, may require user registration and may be subject to change or discontinuation without notice. Additional fees or subscription charges may apply.

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